

Epoch Timeline:

THE FALL OF EMPIRES

Product Tie-In: Fireborn Gamemaster's Guide

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Many great empires rose and fell throughout the Fourth Sun, but when Atlantis deteriorated it pulled nearly all of the civilized world into its death throes. Wherever power wanes, however, newcomers fill the vacuum, and the world of the mythic age was no different. Yet rebuild as they might, the civilizations that grew upon Atlantis's ashes could not avoid a despairing truth: that the fall of that great empire was a harbinger for the end of an entire age.

This timeline provides insights into the events referred to in the Fireborn Gamemaster's Guide as **The Reign of the Undying King** and the **Exile of the Summer Court**. It supplies GMs and players alike with a “big picture” view of this time and place in the mythic age. What happens between the lines, however, and the details of each event, are up to you.

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The following years take place in the Fourth Sun of the Mythic Age

4104	Great push of the Kurgans splits Elysium into Arcadia and Avalon; Queen Maeve seals off Avalon from the outside world	4855	Tahenkhemen begins construction of the Gold Road, inspiring greater trade with the nations of southern Ofir
4207	Atlantis begins to colonize Tethys	4857	Midob traders begin sabotaging construction of Gold Road to retain their monopoly on trade route
4219	Tethyns ravage Atlantean colony	4860	Accord reached between Midob and Keheb; Midobi given exclusive trading rights over all animal products
4305	Amazonian colony revolts	4869	Several Midobi clans take up piracy as an alternative to the controlled mercantile life
4327	Atlantean Senate is disbanded, military takes over	4891	Kurgans sack Atlantean colony of Trocea on the northeastern shores of the Inner Sea
4472	Massive conquest effort of the newfound western continent, No Istok, begins	4900	Fae of Arcadia begin their Exile to Avalon; Kurgans control nearly all of Erebea
4550	All religions except Hesirus and Selera outlawed in Atlantean colonies; Keheb revolts	4908	Atlantean senate regains control of Atlantis; Atlantis frees its remaining colonies
4551	First encounter between Atlantean fleets and Shen naval vessels ends in conflict	4913	Atlantis's new rulers pay Midobi pirates to act as guards of their merchant ships; Vansir split and head east and north in search of easier prey
4553	Nebekhet I becomes first king of Keheb	4915	The Vansir that ventured north settle in the mountains near Jotunheim, paying homage to the Kurgan/titan mixed-blood descendants living at the foot of the mountains. They dub their new gods "the Ironborn"
4600	Atlanteans firmly embroiled in war against No Istok, Tethys, Shen	4919	Ragged remnants of Vansir reach Xia; after being repelled by the Shen, they create a new aristocracy for themselves among an impressionable clan of the Hebra
4612	Atlanteans smash Tethyn feudal society; nearly complete genocide	4922	Tahenkhemen begins extension of Gold Road to Xia
4643	Splinter groups of Kurgans are absorbed by Erebean sea-raiders to become Vansir	4928	Whispers of demon-worship and corruption in No Istok priesthood
4690	Atlanteans establish priesthood in No Istok, begin "escorting" Istokans to Atlantis for "education"	4931	Gold Road begins to suffer attacks from nomadic bandits and exiled criminals, including many Hebrans
4780	Summer Court calls for heroes to find it a new home	4951	Dragons are formally denounced by Atlantean priests of Hesirus as demons
4814	Immortalizing properties of khemsek discovered in Keheb	4969	Extension of Gold Road abandoned; Shen claims that the west has abandoned its gods, and cuts itself from further trade
4837	Atlantean campaign to retake Keheb begins; dragons revoke the ancient accord that protects the island of Atlantis		
4841	Vansir raiders begin to assault Atlantis's shores; Tethys renew hostilities against Atlantean ships		
4843	Kurgans sack Esrulim, Atlantean ally and port-town of southern Erebea		

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5004	Fae of Arcadia begin their Exile to Avalon; War of the Blessed Lands begins among Kurgan tribes who wish to claim ancestral fae territory	5300	The titans of Jotunheim are driven forth from their home in a mad fury, laying waste to everything that they see; the cause of their rage is unknown; the races of man unite to fight them; most records, kept by titan scribes throughout the ages, disappear
5060	War of the Blessed Land ends; Phythia and Milesia are founded as part of the resulting treaty	5332	In the face of roving titan warbands and onslaughts from rogue dragons, Tahenkhemen rescinds his outlawing of magic. An alliance between the Istokan mage-priests of Atlantis, the Maat and alchemists of Keheb, and the shamans of the Kurgans is formed; their goal is to summon magics that will destroy titan and dragon alike
5121	The journey of King Oberryceum and Queen Tiana to Avalon begins; Arcadia is no more; A half-fae, half-human wizard that watches over Babylon, unable to watch his beloved city fall into ruin, destroys it in an attempt to trap it in time	5335	The Ebony Kingdoms plead with the alliance of sorcerers to abandon their efforts; when their entreaties are ignored, they begin infiltrating the kingdoms of the north, causing sabotage and destruction where possible; most remaining records are destroyed
5209	Tales of tyrannical, murderous, and even insane dragons begin to surface, starting in the west and working their way eastward		Mythic age ends in a cataclysm of fire and flood; cause is shrouded in the mysteries of time
5224	King Oberryceum and Queen Tiana reach Avalon; Together, they and Queen Maeve work a mighty ritual to take Avalon over into the world of faerie		
5265	Istokan religion of the gray mirror replaces the worship of Hesirus on Atlantis		